

CHAPTER V

CONCLUSIONS AND SUGGESTIONS

5.1. Conclusion

Based on research and development conducted by researchers, it can be concluded that:

1. E-module based on android to train student's science literacy in impulse and momentum materials was developed in four stages. The first stage is the define stage consists of front-end analysis, student analysis, task analysis and concept analysis. The second stage is design stage that consists of preparing the material that is impulse, momentum, and collision, then selecting the e-module format, which is android application, determining what content will be presented in the e-module such as instruction for use, table of contents, concept maps, e-module materials that contain science literacy, quiz, competencies, basic competencies, learning indicators, learning objectives, material, and test comprehension per material. The third stage is development stage which consists of product validation, product revision, and product trials. The fourth stage is disseminated within the limits of the research school.
2. E-module based on android in impulse and momentum material feasibility which has been developed based on an assessment by experts gets an overall average score of 96.25% for material feasibility with very feasible criteria, 91.60% for media feasibility with very feasible criteria.
3. Teacher and students give a positive response to the product being developed. This is evidenced by the high percentage of responses obtained from them. The whole response from teacher as much 94.74% with very good category. The whole response from students to the e-module as much 90.53% with very good category too.

5.2. Suggestion

Based on the conclusions above, the researchers put forward several suggestions as follows:

1. For teachers, e-module-based android can be used as one of the teaching materials used in the physics learning process and developing more creative teaching materials.
2. For students, can use e-module-based android in impulse and momentum materials while learning.
3. For school, can use e-module-based android in the learning process and can support teachers to be more creative in developing teaching materials.
4. For further research, can develop by adding an experiment section in the e-module to complement this e-module, create e-module with different materials and can implement science literacy in physics course materials in the learning process.

